

second set of files fewer in number than the first set of files.

18. (Unchanged) A computing system as in claim 17 wherein the second set of files comprises a single file.

19. (Unchanged) A computing system as in claim 17 wherein the number of files in the second set of files is a function of the characteristics of the client.

20. (Unchanged) A computing system as in claim 17 wherein the server, after transposing the data, saves a copy of the transposed data for future communication with the same client or a client having the same or similar characteristics.

Cancel claim 21.

22. (Unchanged) A computing system as in claim 17 wherein, upon log-in at the server, the client transfers to the server information particular to the hardware or software characteristics of the client, and wherein the server incorporates the information in transposing data for transfer to the client.

23. (Once Amended) A server in a client-server system comprising:

a data port adapted for connecting to a client;

a facility for accessing data, including HTML files to be transferred to the client; and

control routines for managing data preparation and transfer to the client:

wherein the control routines establish hardware or software characteristics of the client and, in response to a download request from the client, prepare and transmit data to the client in a form specifically adapted to the characteristics of the client, and wherein the control routines, in preparing the data for transfer to the

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client, transpose, without further negotiation with the client, a first set of files into a second set of files fewer in number than the first set of files before transferring the data to the client.

24. (Unchanged) A server as in claim 23 wherein the second set of files comprises a single file.

25. (Unchanged) A server as in claim 23 wherein the number of files in the second set of files is a function of the characteristics of the client.

26. (Unchanged) A server as in claim 23 wherein, before transfer of data to a client, the control routines save a copy of transposed data for future communication with the same client or a client having the same or similar characteristics.

Cancel claim 27.

28. (Unchanged) A server as in claim 23 wherein, upon log-in at the server, the client transfers to the server information particular to the hardware or software characteristics of the client, and wherein the server incorporates the information in transposing data for transfer to the client.

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29. (Once Amended) A method for transferring data, including HTML files, originally comprising multiple files by a server to a client, comprising steps of:

(a) determining at the server, upon a request to download by a client, specific hardware or software characteristics of the client;

(b) transposing the data, without further negotiation with the client, according to the specific characteristics of the client, including reducing the number of files comprising the data; and

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(c) transferring the transposed data to the client over a data link connecting the client to the server.

30. (Unchanged) The method of claim 29 wherein, in step (b), the number of files is reduced to a single file.

31. (Unchanged) The method of claim 29 wherein the number of files in the data transferred to the client is a function of the specific hardware or software characteristics of the client.

32. (Unchanged) The method of claim 29 further comprising a step for saving a copy of the data sent to the client for future use in communicating with the same client or with a client having the same or similar hardware characteristics.

33. (Unchanged) The method of claim 29 wherein, in step (a), the specific hardware or software characteristics of the client are determined as a part of client log-in at the server.